1: User Registration and Information

Registration

Users registering a Wylde Things character (character and user should be viewed as interchangeable throughout the rest of this document) will be required to enter a user name (i.e., character name), a valid email, and a password (alpha-numeric, and special characters are allowed).

[We may find that we should require the user to enter in a user name, and valid email in which a message would be sent to the user providing a link for verifying the information submitted. After clinking on the hyperlink in the email, the user will be required to enter in a valid password, and in turn activating the account. This is commonly called double opt-in, and usually refers to mailing lists. There is a multitude of free software available for this feature.]

Information

After logging into an already active user account the user will be presented with many game options as well as information pertaining to the character. Below is a list of information and actions available to the user.

- **Rank**
  User rank is a numeric ranking which is comparison to the total number of characters registered. The greater the amount of points earned, the higher the user-rank of the character. User ranking points are determined by the list presented below.

    - Wins: 1 point per win
    - Losses: (-1) point per loss
    - K.O.'s: 3 points per K.O.
    - League Rank: E (1 point) through A (5 points)
    - Wylde Rank: max 25 points (5 A ranked Wyldes)

- **Wyldes**
  A listing of the Wyldes currently being trained by the character is listed in order by ranking. The number of Wyldes a character can train is determined by the average of the current Wylde's ranking. The average is calculated by applying numeric values to each ranking letter (1 for E, 5 for A) and dividing the total by the number of Wylde's the character is training.

    > For example: A character has an A (5 points) ranked Wylde, and an E (1 point) ranked Wylde which totals to 6. Divide this by the number of Wylde's (2) and apply the dividend to a new alphabetical value (in this case the value would be 3, and the alphabetical value, C).

  With an average Wylde rank of E a character can train 1 monster, at C, 3, and at A, the character can train up to 5.

A user's first Wylde can be purchased, after created an account, at the Wylde Market with his/hers starting money.

Species

The species of a Wylde provides a few system-oriented things: over-all look of the Wylde and a species-specific skill.

[Different species will orient themselves better towards different attributes]

Currently there are three different species of Wylde: common, magical, and technological.

Type

Each Wylde has a specific type as well. This determines two things for the Wylde: what environment it trains best in, and a type-specific skill.

The magical types are sprite (goblins, gnomes, and fairies), lore (chimera, medusa, ogres), undead (zombies, liches, and skeletons), and dragons.

The technical types are clockwork, mechanical, electrical, and biological. And the common types are fire, earth, wind, and water.

Each type gives an attribute bonus but is inherently weaker against other types. These bonuses and weaknesses are listed below:

- Desert   (+ Force   - Island)
- Forest   (+ Defense   - Mountains)
- Mountains   (+ Agility   - Desert)
- Island   (+ Endurance   - Forest)
- Magical   (++ Life, + Accuracy - Technical)
- Technical   (++ Accuracy, + Life - Magical)

[A '++' indicates a greater increase in (for example) Life than the increase in Accuracy]

Attributes

Each Wylde has six attributes that inform the user of how well the Wylde performs in a certain area, and at specific skills. Each attribute is assigned a numeric value ranging from 1 – $\underline{X}$, which can be raised through a training focus. These attributes and their short definitions are listed below.

- Force   (damage)
- Accuracy   (the ability to hit another Wylde)
- Agility   (quickness to act, ability to dodge incoming attacks)
- Endurance   (how many skills can be performed before resting)
- Defense   (ability to take damage from attacks)
- Life   (general health of the Wylde)

Each day (24 hour period of time) the user is allocated a number training sessions to be used to train Wylde skills and attributes. Depending on the attribute, type, or rank of a skill, the number of training sessions needed vary. After each training session, a ranking will be given informing the user on how well the action was performed. The better the training performed, the higher the increase in the attribute or skill. The performance adjectives are listed below from worst to best performance.

- Poor
- Bad
- Average
- Good
- Excellent

Attributes

To increase an attribute on a particular Wylde, the user must pick which skill it wishes the Wylde to train and submit the action to train the Wylde. Depending on the attribute the user wishes the Wylde to train, the amount of training sessions used will vary. A list, from least amount of sessions used, to the greatest amount is listed below.

- Agility   (most sessions needed to train)
- Force, Defense
- Endurance
- Accuracy
- Life   (least amount of sessions needed to train)

During training a Wylde will get tired, and it will want to rest. Each training session will raise the designated attribute, but also subtract an amount from Endurance. Once the Wylde has reached 1/2 of it's Endurance, the Wylde will need to rest before training further. Resting a Wylde costs an amount of training sessions much like that of attribute training, returning the Wylde's Endurance back to its maximum. If the user persists to make the Wylde train under the tired conditions, and the Wylde's Endurance reaches 0, the Wylde will begin to take damage, which will be subtracted from Life. This damage incurred is the number added to the attribute trained. If the Wylde's Life reaches 0, the Wylde will die.

To decrease the amount of training sessions used to train an attribute, a user can buy food good for training a specific attribute. Under normal circumstances it is not necessary for the user to feed the Wylde. A user can buy food from the Wylde Market, and feed it to his/her Wylde, training one and only one attribute to receive the added benefit of the food. If the user wishes to train another skill under these beneficial conditions the user must purchase more food and feed it to his/her Wylde. And example is given below.

> Pasta (a good source of carbohydrates) decreases the number of training sessions needed to train Endurance for one session term.

Skills

Skills are trained much like attributes. The skill the user wants the Wylde to train is selected, the action is submitted, and training sessions are deducted. As stated earlier each Wylde begins with two skills, a species-specific skill, and a type-specific skill. Each skill is ranked from E (lowest) to A (highest). The higher the skill, the more training sessions needed to increase the rank of the skill.

To decrease the amount of training sessions needed for type-specific skills, the user can have the Wylde train in an area that is better suited towards the type of the skill. For example, to decrease the amount of training sessions needed for a desert skill, the user could choose to train that Wylde skill in a desert region.

To learn a new skill the user must head to the Wylde Market and purchase the new training technique needed to train his/her Wylde in the new skill. The amount of training needed to learn is new skill is the same amount of training needed to good from skill-rank E to D.

The chart below is a listing of skill experience earned at each rank per training performance. The first column is a listing of all the potential performance rating received when training a skill. The first row is rank of the skill (U is unlearned) and the amount of experience needed to advance to the next rank.

	U (#)	E (#)	D (#)	C (#)	B (#)
Poor	1 – 4	1 – 4	1 – 4	21 – 24	21 – 24
Bad	5 – 8	5 – 8	5 – 8	25 – 28	25 – 28
Average	9 – 12	9 – 12	9 – 12	29 – 32	29 – 32
Above Avg.	13 – 16	13 – 16	13 – 16	33 – 36	33 – 36
Excellent	17 – 20	17 – 20	17 – 20	37 – 40	37 – 40

4: Combat

Combat can happen one of two ways: another user can challenge the user, or the user can decide to enter his Wylde into a competition. When a user receives a challenge, which may be from a bracketed competition or a personal challenge, a web-based message will be sent to the user (not an email, though this may be a good idea), informing him/her that they have been challenged. If the user does not accept or decline a personal challenge nothing happens until explicitly withdraw by the match initiator. On the other hand, if a registered competition challenge is not accepted or forfeited within 72 hours of the challenge, the match is forfeited.

In initiating a personal challenge the challenger would pick the Wylde he/she wished to use, how many rounds the match will last (minimum of 1, max of 10), two skills (1 offensive, and 1 defensive) for each round of the match, and if there is a monetary wager. The challenged will either accept or decline the match based on the information provided about the match (challenger, Wylde (species and type), Wylde rank, rounds, and wager). Once the challenge is accepted, the challenged will choose two skills for each round, and submit the action to initiate the match.

After the challenge is accepted, both users are notified as to who the winner and loser of the match were. There is also an option to see a breakdown of the match, by submitting a detail action. This will provide the user with round by round coverage of the match.

Below is a breakdown of how one round of combat would happen, and should be noted that this is a behind the scenes view of combat, and not completely visible to the user, even through a detailed viewing of the match. Two Wyldes are presented, one represented by the letter A, the other by the letter B.

	A		B
1	Random (Agility)	Highest # goes first (A is assumed)	Random (Agility)
2	Combat Skill Applied Decrease Endurance		Defense Skill Applied Decrease Endurance
3	Random (Accuracy)	Greater # hits, or defends	Random (Agility)
4	Random (Skill Damage) + Force		Subtract Defense from Damage
5			Any remaining damage is subtracted from Life

After the above chart is executed, B would assume the attacking role and starting at the second phase of the above chart.

This combat will end when either the rounds have ended, or one of the Wylde's is K.O.'d (its life has reached 0 in combat). After the match, the Endurance and Life of each Wylde returns to its max.

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